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APRIL 1996
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THE ONE AMIGA

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THE PINBALL WAR HOTS UP

PLUS BREATHLESS

YOU WILL BE

AND SPERIS LEGACY

IT'S PRETTY

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APRIL 1996

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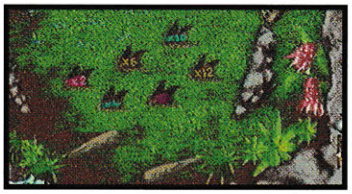

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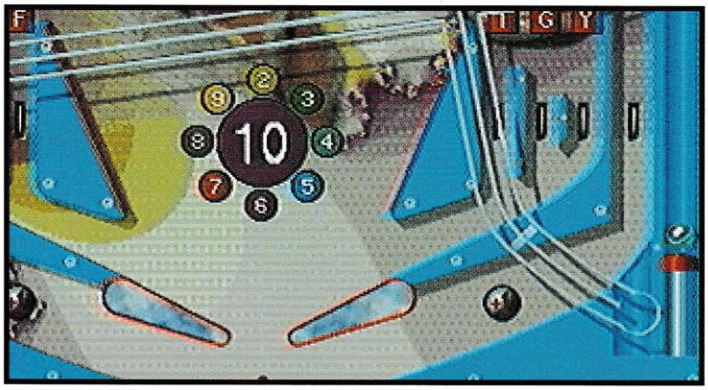

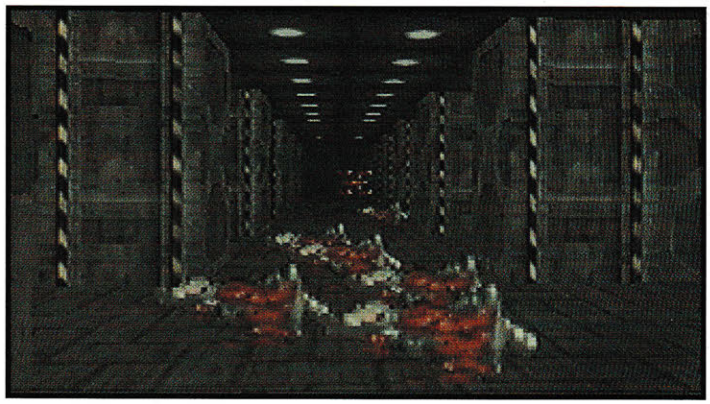

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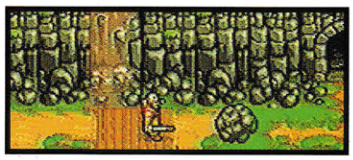

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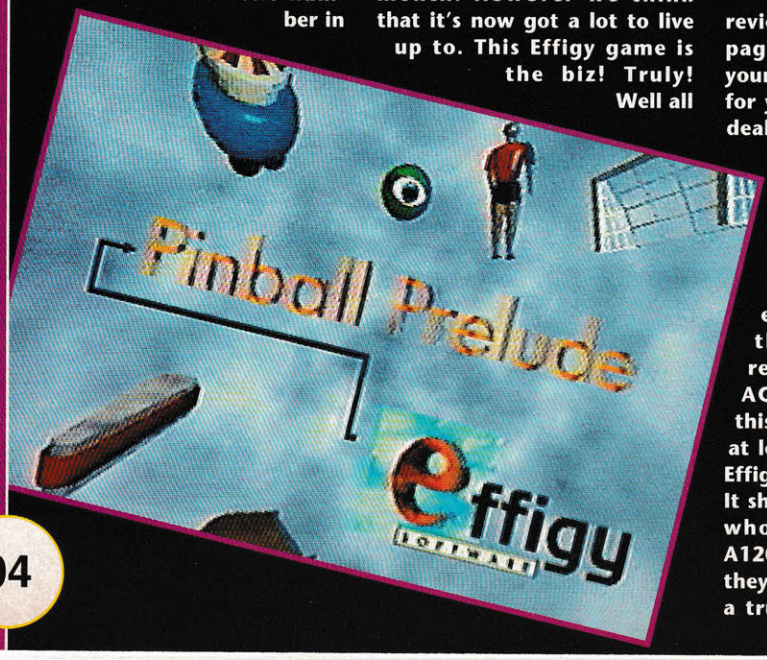
BOOT SECTOR

PINBALL PRELUDE

EFFIGY SOFTWARE

This is the new pinball title from Effigy, what! Not 21st Century? Well no. Their latest offering still hasn't reached us. However we have the full review and cover disc of Pinball prelude. Not bad ey? Well you'll soon find out when you stick this little number in your slot and get on with the game playing. We were lucky enough to preview this game last month along with a work in Progress of Slamtilt the new pinball game from 21st Century. We are told that we will be able to get our hands on it next month. However we think that it's now got a lot to live up to. This Effigy game is the biz! Truly! Well all you have to do is read the review on the next couple of pages and slap the demo in your machine, then you'll see for yourself just what you are dealing with. I have however to point out, the cover disk is a version that you should be able to use on all your lovely Amigas, well within reason, A500/+ etc. However the version that we are actually reviewing is the superb AGA version. Hopefully this demo should give you at least some idea of what Effigy have in store for you. It should also make anyone who owns less than an A1200 relatively happy as they still get to experience a truly superb game. The real thing as you know has three tables, past present and future. You'll have to go out and buy it if you want to experience any of the other tables. Anyway here it is then. One fine demo of pinball prelude for you to all experience. Hope you all enjoy it as

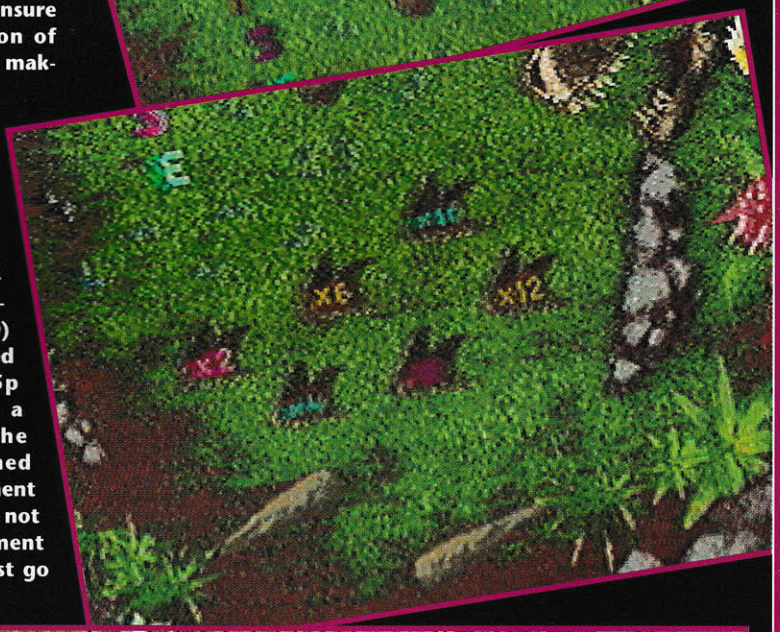


much as we all did!
The table you have here is called the past. There are three tables in the full game. Past, present and future. Believe me they get better!

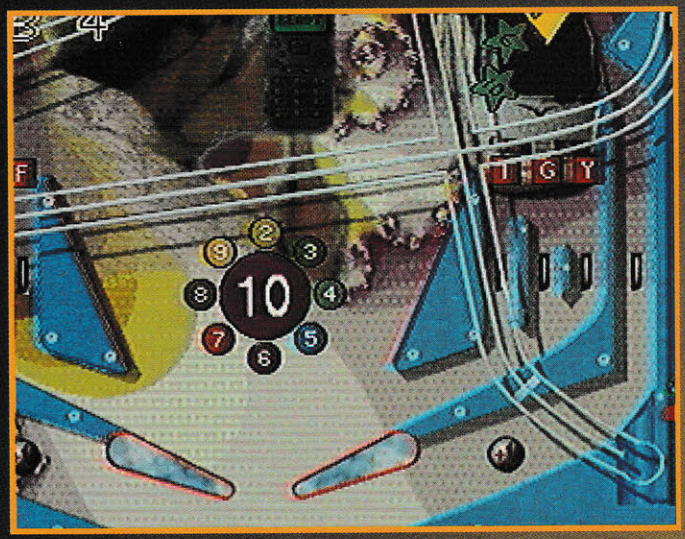
LOADING
We still have our rather simplified loading procedure and this month as we have the game all on one disk it's even easier, no insert disk two prompts to follow. All you have to do is stick the disk in it's slot and then turn on your machine, you will then have the choice of going straight into the game by clicking the left icon or reading about how to get hold of the full game by clicking the right icon, ace or what! Well you think so when you get your sticky mitts on this game. It's one hell of a game!

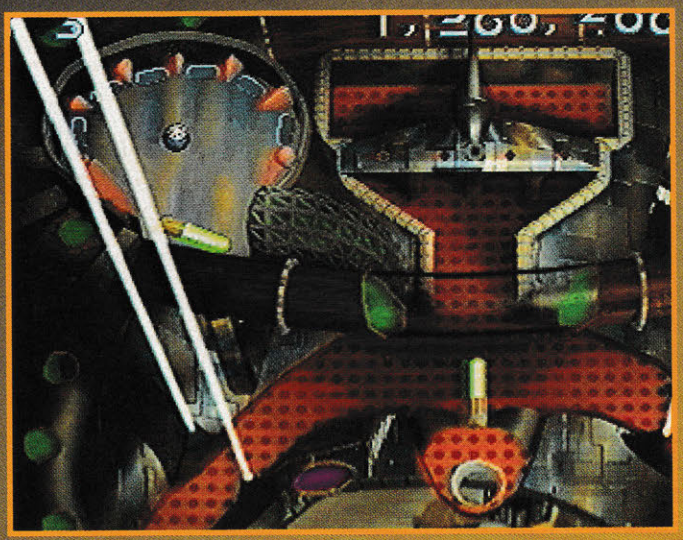
CONDITIONS
During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to instalment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back.
Please note that neither The One Amigan or Maverick Magazines can be deemed liable for any problem arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to this condition.

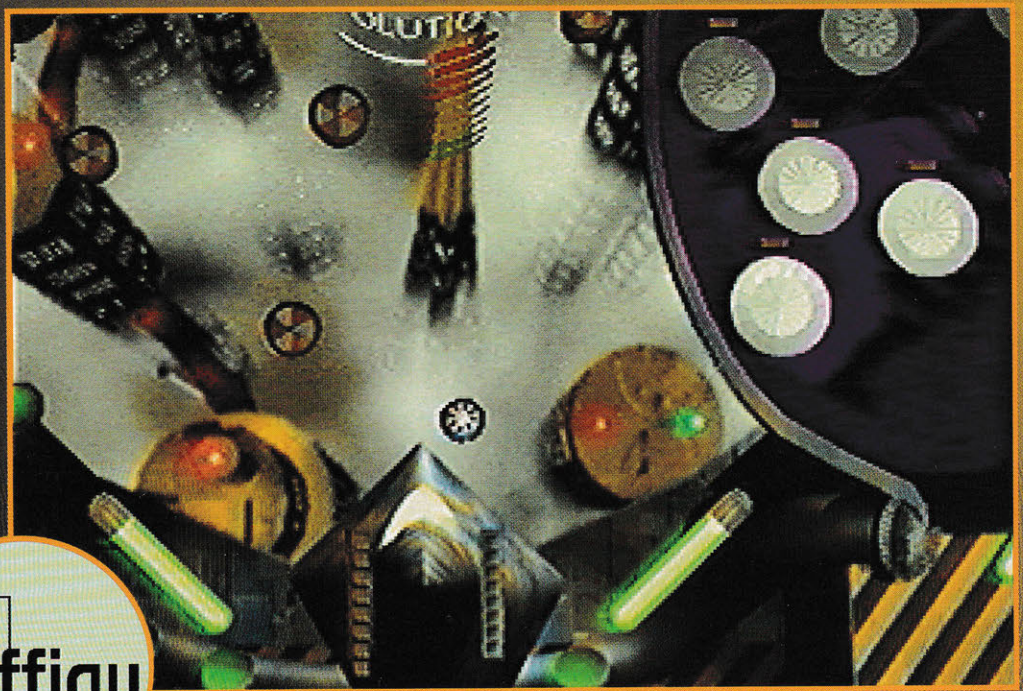
TECHNICAL SUPPORT
Problems installing the game? Then ring our technical support line on 0891 715929 (weekdays 10am - 12.30pm, 1.30pm - 4.30pm) who may be able to offer useful installation advice. Calls are charged at 39p per minute cheap rate and 49p at all other times. Please ensure you have the permission of the phone owner before making the call.
In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc. Please note we do not carry stocks of replacement discs and all returns must go



PINBALL



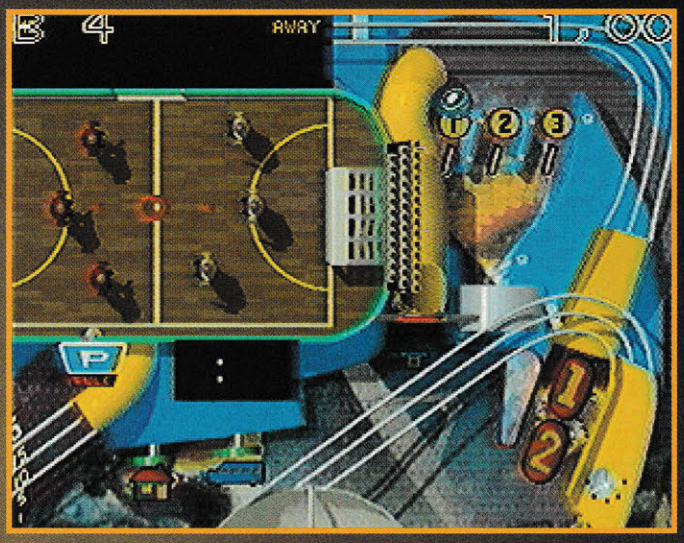




It's really really good, guess who wont be too happy. Well I know you'll be happy, after all it's not every day that someone creates a really good pinball game for the Amiga.

Pinball games seemed to have been subject to growing popularity over the last few years. There seems to be more than ever before in pubs, (a direct contradiction to the preview ed.) well there are in the pubs that I drink in, they are all over the place, but most of all there on my Amiga! Every time I blink along comes another pinball game, I've no real complaint although I have to say that in reality I do prefer the real thing, there are more 2d computer pinball games than the real thing, or at least it seems like it. The only trouble is quality, there have been a load of totally pants games, obsession was not a personal favourite of mine, it was from Unique development and it only scored 72%, to be honest that's all it deserved, there was also that Thomas The Tank Engine thing, well we didn't even bother reviewing that, mind you anything to do with Thomas The Tank Engine and computers fills me with

PRELUDE

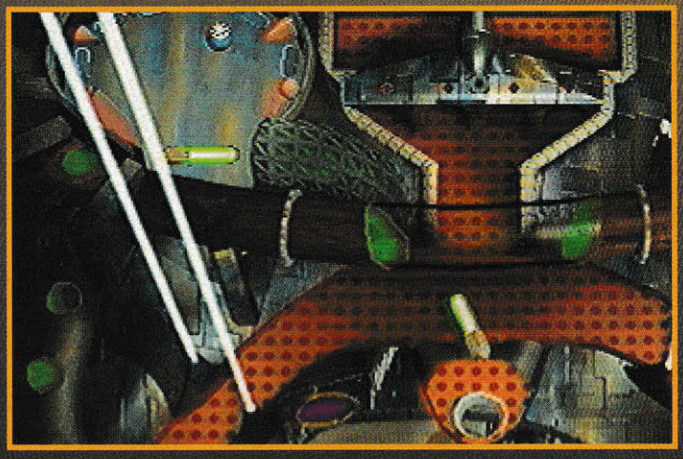


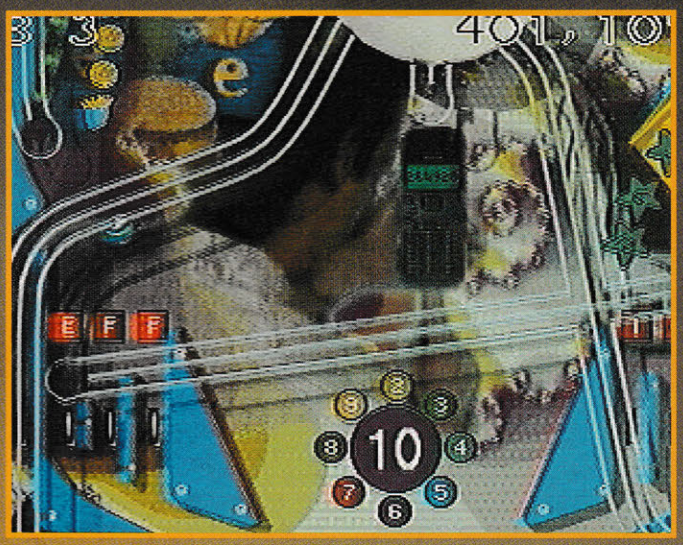
dread. Infact most of the pinball games on all formats are really pants, I used to review Game Boy games for GB Action and believe me the pinball games on that two inch squared yellow and black screen were so totally disastrous that I was constantly amazed. However there have been some fairly good pinball games, even on the Amiga. So then we were left with the products of one Software house, they are of course 21st Century, and they have created, without a doubt, the best pinball games ever to find there way on to the Amiga. This segment of the market seems to be fairly hot property. This in itself suprises me greatly. I mean, really, There are far better genres of games. I suppose they do offer instant entertainment, no reading of instructions, or desperately trying to work out what you have to do is required by these games, oh no! They are simple, exciting. un-taxing games that provide fun for the whole family, blimey, I sound like some kind of deranged computer pinball salesperson, (notice the political correctness ed.) how did I manage to get to that?

Anyway on with the review. This is a game that may well challenge the balance of power in the world of computer pinball, well on the Amiga anyway. Effigy have come up with a pinball game that really challenges for the number one spot. 21st Century have every reason to be quaking in their boots, or have they? Next month we will be reviewing their latest offering that is Slamtilt. It looks very good so far, mind you we've only seen screenshots of the tables, mind you

they can't really fail on the gameplay department as I think by now they've got that bit fairly well sorted. So then, the battle is on, next month we'll give you the full run down on Slam Tilt, now however it's time to hear all about Pinball Prelude.

With this game this Effigy have decided to take rather a strange approach to computer pinball. They have made it rather humorous whilst maintaining a high level of gameplay. The tables are brightly coloured and full of weird and wonderful bits and pieces. It takes a superb sprinkling of humour and mixes it well with a smattering of excellent gameplay, they have, without a doubt, found the recipe for success. There are only three tables, mind you they are all very busy to say the least. The tables are, past, present and future. In my opinion they seem to get better as you work your way through them. The first table, Past, is essentially a prehistoric adventure complete with dinosaur and cave man clubs as flippers is splendid to look at and plays even better. It may initially seem that there is little to do on this table but as you gain the required skill you will open up all sorts of doors as it were. There's the waterfall ride, the rubberball, this really keeps you busy! There is





also splat-the-rat, timepieces, skill multiplier, secret passages, bonfires, torches and dino ball gobbler.

The second table is much more crowded looking and to be honest, even better than the first table, it is of course the Present. It comes complete with football game, rotating camera, mobile phone, fast-food bonus, carpark extras, elastic balls, smily millions, carousel bonus and time spinner.

the third table, Future, is by far the best of the three. There are air cleaners, power up, deteriorating ball and five flippers! It's very busy indeed. The ball is shot out of the centre of the table between the flippers making it rather interesting.

The whole game goes rather well. There are multiballs, an option screen, hi-res mode. You can either use the keyboard to control the action or a joypad. There is a high score table so you can keep tabs of where you are compared to your mates. There are also difficulty levels so even the most skilled or alternatively the most hamfisted of you should be able to cope with the game. There are replay animations and multi directional scrolling. The scrolling is silky smooth. the whole table does not appear on the screen so the scrolling follows the ball. During multiball however the full screen is put onto the screen.

THE VERDICT

What do we think of it though? Well I'm looking forward to seeing 21st Century's latest, but without that to judge it against, it seems that this really is a superb game and that should carry it a long way even against the possibilities of a good effort from 21st Century. Thee three tables are all very different and yet all seem to be very good fun without detracting from the quality of gameplay. I can't explain how well the game plays. The only query I have is why can't the flippers be slightly easier to control in terms of power. It seems that however you hit them you deliver the same amount of power. This can be a bit of a pain but you soon get used to it.

The cover disk should give you a fairly good idea of what the games about. What you must however bear in mind is that the cover version is not the AGA version. So superb graphics with originality and a fresh approach to the subject combined with excellent gameplay. This all gives it a certain edge over what has come before it and makes it a serious contender for the finest Amiga pinball game. The only drawback may be in it's fresh and humorous approach. Purists amongst you may find it all a bit much. Oh well! Try the demo and see for yourself!

A1200

Publisher : Effigy
Developer : In House

£19.99 Out Now

Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 3

GRAPHICS 87%

SOUND 90%

PLAYABILITY 84%

LASTABILITY 81%

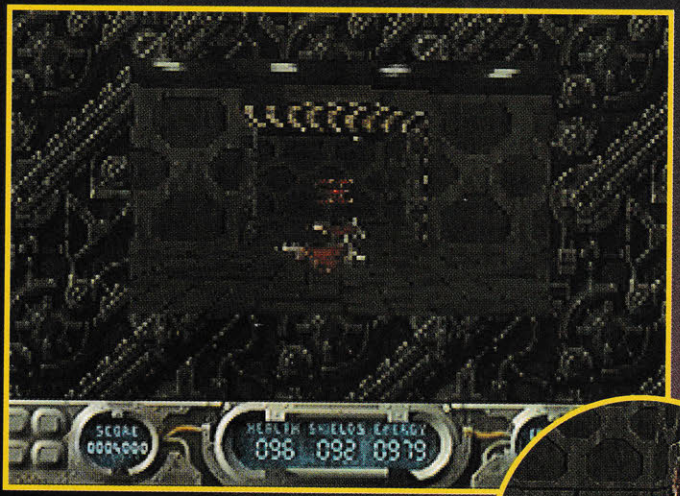
OVERALL 83%

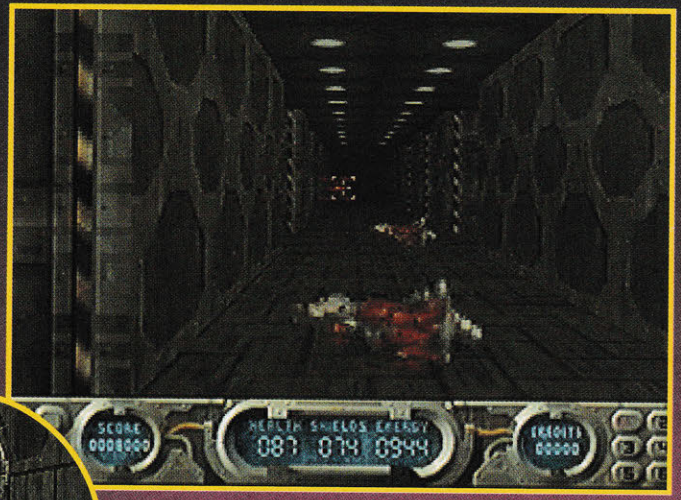
CD32

A500 / 600

No CD32 version I'm afraid. As if you really thought there would be one though.

Try playing the ECS version on this month's coverdisk! On sale soon.

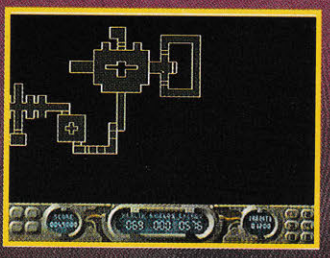




You will be! Gasping that is, at the amazing graphics and superb gameplay!

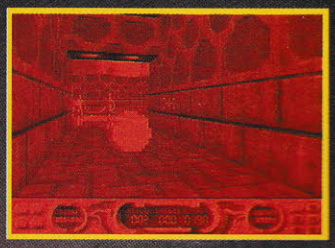
You'd think that they'd have got bored of trying to create yet more Doom clones. They're never ending. We've had Fears, Gloom, Alien Breed 3D. What next? Well this is what's next, it's called Breathless and it's totally awesome.

Lets face it. Doom caused something of a revolution in computer games. It was original, graphically superb, smooth as Bob Monkhouse on the right equipment and above all it drew you in like nothing before it. OK so you played Elite till all hours and even Gauntlet kept you going in it's wonderful world. However Doom was the beginning of something totally different. The suspense was enough to keep you on the edge of your seat for hours at a time, leaving you feeling exhausted and an emotional wreck. Well it had that effect on me anyway. It was a hideous world where the violence was only to real and the sound of breathing harsh, your own breathing that is. Well breathless is literally breathless. No manic breathing to let you know how hurt you were and send shivers down your spine. Apart from that though it represents the next generation of first person shoot 'em up / adventure games. It is the most awesome game of it's genre ever to appear on the Amiga.

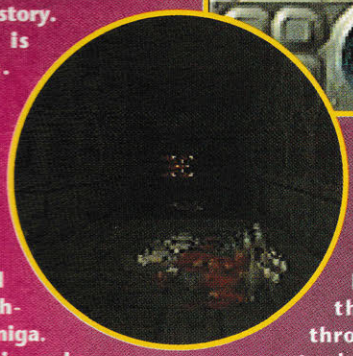


Here are a few of the basic facts. 256 AGA colours, 3D raytraced graphics, 360 degree first person perspective, 20 levels, multiple weapons systems, artificial intelligence, auto-mapping map, realistic lighting effects, terminals to spend your credits, atmos-

BRE



pheric sound and music and all this is hard drive installable. Well that's what the box tells us, and that's only half the story. It simply is astounding. The graphics are simply amazing. I never thought I'd see such superb graphics and such smoothness on an Amiga. However it is only available for the A1200 and the A4000, and here's the bit where I let you down with a bang. Unless you've got a 4000 or your A1200 is seriously souped up with a load of top notch kit then you are going to be looking at this game through a window not a lot larger than a postage stamp to make it anything like smooth enough to play. Bring your binoculars, or at least a good magnifying glass if you only own a run of the mill A1200. Shame, but this game is simply too good for the good old standard A1200 to really get to grips with. This says a lot about the game and even more about the state of Amigas. If you own some serious kit or an A4000

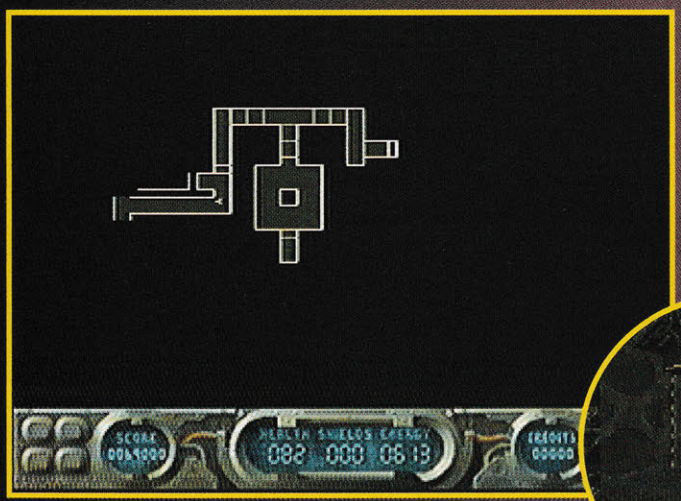


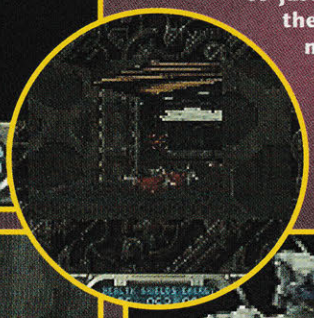
ATHLESS

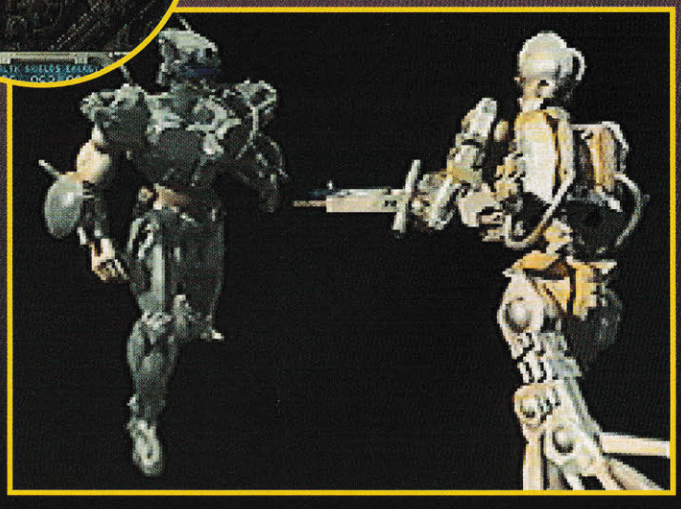
BREATHLESS

then you've simply got to run out and get a copy of this game now! don't leave it a second longer than you have to because this is superb in every way. If however you only have an A1200 then think carefully. I have to admit that despite the smaller size of the playing window, I did really enjoy playing this game and was still able to get to grips with it without too much of a problem. It really depends how fussy you are. The game is so good as to mean that you really ought to make certain sacrifices, and settling for a smaller playing area is one of them. What's it all about though/ What actually makes it tick? Well read on an you shalt discover!

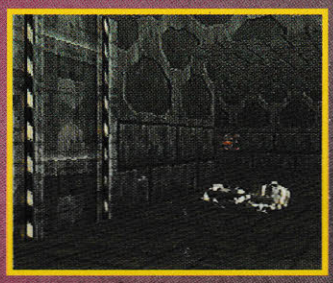
I guess in time honoured tradition I ought to give you a rough idea of the story behind the action (as if anyone needs a feeble storyline to justify blasting the hell out of monsters and aliens in a computer game environ-

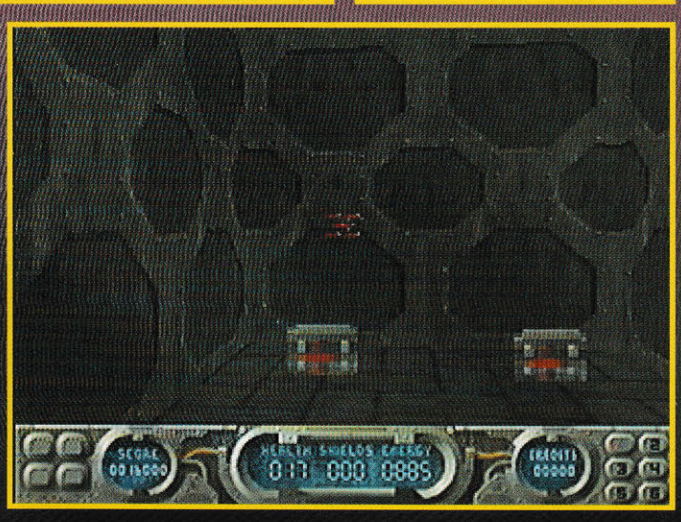






ment!), Well it seems some rather nasty aliens have decided to take over the earth and subject all us humans to untold horrors! A few humans are armed to the teeth and willing to risk life and limb in order to free Earth from this beastly regime. It seems that if a human is captured alive he is put into a huge maze of an arena where he is up against a load of aliens from a planet under the control of the main aliens who rule Earth. You are of course one of these humans captured alive. As you work your way through the levels you face different and more violent aliens on each new level. Eventually you get to face the aliens who rule Earth and only by beating them can you re-establish the "...honour and pride of the oppressed mankind." Well it just goes to show that you don't need a good story line to create a good game, well lets face it, that story line is absolutely pants!





THE VERDICT

The game on the other hand is far from being pants. It is controlled using the keyboard. All your movements, the map, weapon and all the other usual stuff. It is surprisingly easy to get used to, and before you know it you'll be shooting up the bad guys and dodging incoming shots like an old pro. That's not to say it's too easy, oh no! It does represent quite a challenge. You essentially work your way round a maze looking for as many aliens to kill and as many secret passages and pick ups as possible. There are of course all the usual touches such as switches which let you get into the secret bits, it's in here that you will tend to find lots of lovely pick ups. However amongst these pick ups you will not find any weapons. Fear not, there is a plethora of weapons including some real monsters however you won't find them lying about. The pick ups are health, shields, energy, super energy and credits. It is the credits that are important. With these you can visit the terminals (represented by red computer monitors.), here you can buy anything from weapons to weapon power ups to extra health. The weapons on offer are the single shot. This is what you start with and is particularly useless. The Fireballs aren't all that great either but they do offer some relief after the pathetic single shots. The Plasma Gun is really starting to get there, not bad at all, the flame thrower is also rather superb and it's good fun to fry aliens. The Magnetic guns OK but the death machine delivers all it promises, death, death and more death.

I could give you a full list of the aliens that you will find yourself up against but I'd be here all day. Take it from me, they get tougher and tougher as you go along. Anyway, I think it's time for the scores.

A1200 / A4000

Publisher - Power Com.
Developer - Fields of Vision

£29.99 Out Now

Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 3

GRAPHICS 90%

SOUND 88%

PLAYABILITY 92%

LASTABILITY 90%

OVERALL 90%

5% IF YOU ONLY HAVE A STANDARD A1200

CD32	No other versions of the game are planned
A500 / 600	No other versions of the game are planned

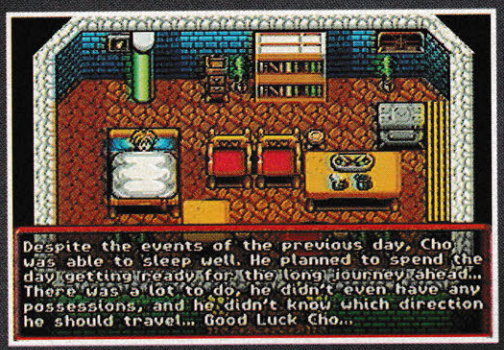
BREATHLESS

SPERIS LE

Remember Binary Emotions? You know the guys who wrote a column on being a developer. Well this is the result of their hard work!

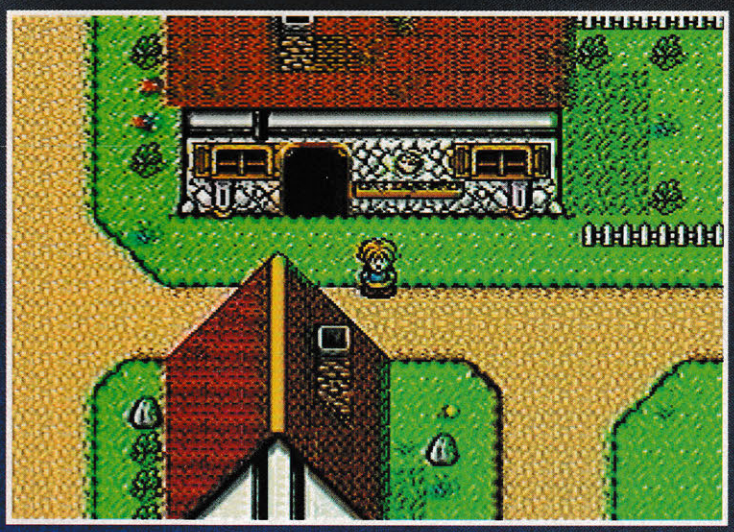
Well we knew it would be good, and it is. Very similar to Zelda it may be, but this game deserves to succeed in it's own right. Team 17 came close to not publishing this one, but the reception their previous games have had seems to have pointed towards a reprieve for the Amiga. So here we are then, The Speris Legacy has made it to our Amiga screens.

The story behind the game is absolutely as ridiculous as any I've heard. It is however presented in a rather nice way at the beginning of the game as an intro screen with scrolling text. Essentially it's the old one about the Kings two sons, the evil one and the good one, of course the evil one is older and so the heir however he gets passed over for the good one and then he kills the good one and then the king is upset and then... I think you probably get the general idea. Well at the end of the day Choy (our hero)) is friends with the good prince and he is left heir to the throne, however he


Despite the events of the previous day, Cho was able to sleep well. He planned to spend the day getting ready for the long journey ahead... There was a lot to do, he didn't even have any possessions, and he didn't know which direction he should travel... Good Luck Cho...

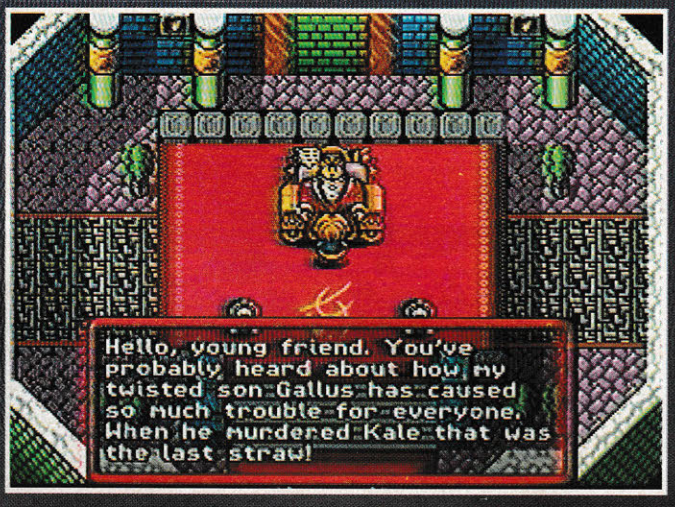
Cho: I don't think I'd better leave here until I've got something to help shield me from enemy attacks. I feel a bit vulnerable at the moment!

GACY



sets off to sort out the nasty brother, and there you are, ready to take on his role.

The game is without a doubt very very large. It is also completely confusing to start with. I even went so far as to read the instructions only to find them about as much use as a chocolate teapot. You are well and truly on your own on this one, and it may take a while to find your feet. The game starts with our hero Choy waking up in the morning. From this point on you can do what you want, well, within reason. You are free to explore the town, entering peoples houses, looking around the palace, hob nobbing with the king, stroking his rabbits and just about what ever else you want to do. The only way you can get anywhere in this game is too pilfer from your neighbours, by royal decree of course, and chat to anyone you can find, Eventually you will have all the information and equipment you need to move on. The game really is surprisingly large, it'll keep you going for a very long time indeed.


Hello, young friend. You've probably heard about how my twisted son Gallus has caused so much trouble for everyone. When he murdered Kale that was the last straw!

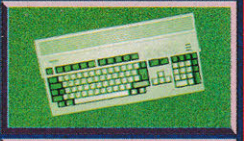
THE VERDICT

So is it really any good? Well I have to say yes, you may well have read mixed reports, I certainly have, however I did like it, and so did many others in the office.

The graphics to the game are very simple and yet somehow very pleasing, as someone in the office put it, "gosh, it's very pretty isn't it!", mmm... well kind of! It is rather pleasant though, and the overhead, but slightly angled, view is quite superb, but then we already knew that from Zelda. Choy is very nimble though, he'll whiz along in any direction with a fair turn of speed and some very smooth scrolling. The controls are simple to use and surprisingly well thought out.

So then, good gameplay, nice graphics, not much in the way of sound. Sounds OK to me, However it stands accused of being rather to much like Zelda, guilty as charged I think, but, so what? Zelda was a corking game, 1987 saw the first SNES version and it soon blossomed on to other formats. Now there's Speris Legacy! Zeldas getting old, We've all done it several times, now there's a new challenge in a similar package, what more could you want?

A1200



Publisher : Ocean
Developer : Team 17

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Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 3

GRAPHICS 87%

SOUND 80%

PLAYABILITY 85%

LASTABILITY 87%

OVERALL 85%

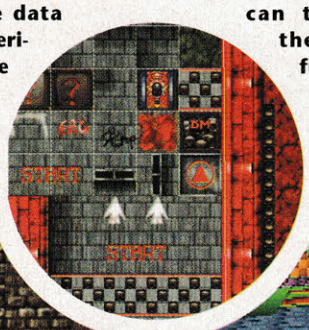
XTREME RA

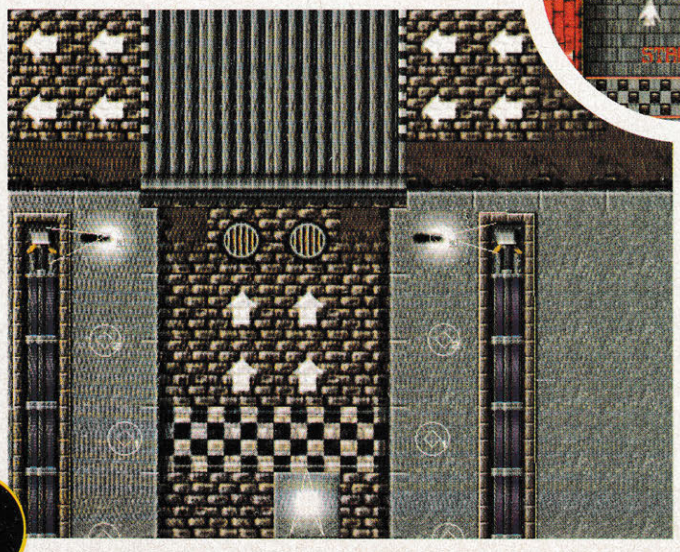
Ever heard of Xtreme racing? Well unless you had your head in the sand for the last few months then there's a fair chance you have. Well it just got better!

Just as we got to a point of agreement in the office about extreme racing it gets better. As you may already know, Xtreme Racing has caused quite a stir in the offices of Maverick Magazines. To start with it divided the office. Some of us loved it and some of us simply couldn't see what was so good about the whole thing. Well it got to such a head that we decided to let you guys decide by giving away a demo on the cover of our last magazine. Well a few of you wrote in and most of you liked it. Well most of us by now have decided that we really are rather keen on it too.

However the Xtreme Racing Data disk looks likely to take us to new levels of racing. If you have a serious bit of kit, i.e. an accelerated super kick ass Amiga, then Xtreme racing was always going to be superb. A simple A1200 on the other hand meant that you might feel a little let down in the graphics department. However they were never disastrous , far from it! and you have to bear in mind just how smooth the gameplay is. well the data disk is going to seriously improve the gameplay, and here's how.

Firstly there's the Xtreme Editor. This little baby will allow you to edit your own tracks, creating any sort of track that you fancy! Start from scratch or even modify the tracks that are already on offer. Not bad at all. Even the graphics will be under your command meaning that you can totally change them. Also this is fully OS3 compliant, this means you can multitask and use it on gfx boards and set the number of colours to use and all the rest of it. Not bad at all! It should all be pretty easy to use, all the standard Amiga menus with keyboard shortcuts are used and there is a full set of preferences. There will be example palettes but you will also be able to include your own tile sets and objects. The building of the track really is quite straightforward with the use of tiles that are simply laid down to create a circuit. All this is done on a simple

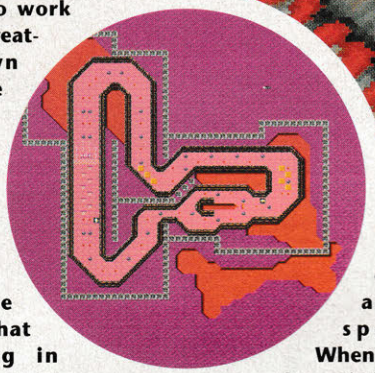




ACING DATA DISK

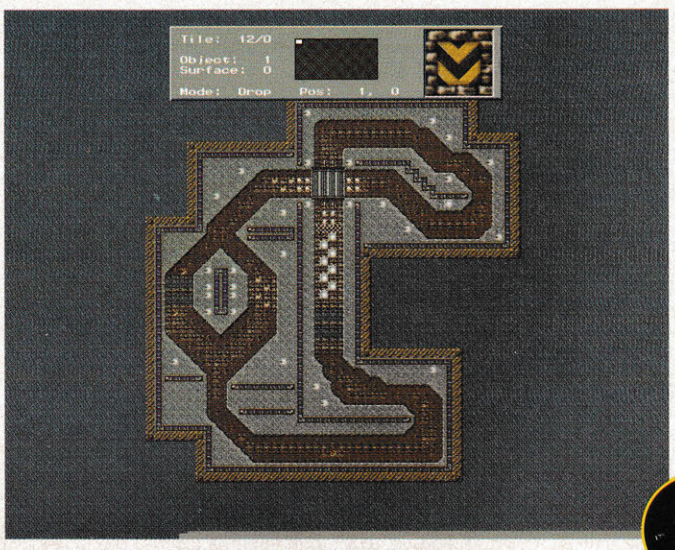
grid allowing you to create marvellous tracks with ease! It sounds better and better! There will be full on line help and a quick start up guide allowing you to get on with it without too much trouble. All this will allow you to create tracks where you decide on the path of computer cars, drop down points, surfaces including jumps, water and all the other goodies that come as standard, also you can create secret paths.

Also you will Find a load of extra tracks already created. Five of them to be exact. These are also tile sets and object sets giving you even more to work with when creating your own tracks. Some of the objects are much stranger than those that have come before. For instance Elvis! Just what is he doing in Xtreme racing? These tracks are, Hell Below, Lurve Land, Gotham City, Duplo Bricks Land and Babylon 5 World. It all sounds rather excellent but we'll have to wait and see the real thing before we finally make up our minds.



The final part of this data disk, and perhaps the most important bit is Xtreme Patch. this is essentially an improved version of the original game. All those of you who didn't like parts of it will now be much more satisfied. lots of niggling little points have been sorted out and cleared up. The cynics amongst you may well suggest that this makes Xtreme Racing the game that it always should have been, me, I can't possibly say! All I know is that this should really clear up the game even for the most critical of us. What are all these improvements? Well let me list them for you. Firstly the weapons explosions are far more spectacular. When I first played the original I hardly noticed the existence of weapons, so maybe this'll help. There are also to be two new weapons, and I quote "mass destruction". Sounds rather interesting to me. Certain of the other weapons will be enhanced and refined. Also there will be less rebound when you hit "bounce" objects. Now this was something that really did annoy me. slip of the course just once and hit one of these objects and you may well find that you are sent to the back of the pack by rather a long way. Also there's to be five seconds of invulnerability when you get put back on to the track after you are killed. Well that makes perfect sense which is why it's a feature of most games already! There is also to be four player joystick adapter support, an option to auto-save best lap times and screen options. There will also be EZ handling. This is essentially an option that will allow you to do better even if you are a beginner. It just gives you easier handling which is probably just what you need. The coins that you are meant to collect (the same ones that are nigh on impossible to get if you are also racing for a position) will be placed in easier positions. There will also be a utility to merge best lap-times and finally the front end graphics will be improved!

Well it all sounds like it should be pretty dam fine. A major overhaul indeed, it should be out in March and the price is to be announced. Don't worry. We'll keep you updated!



DRAGONSTONE PART 2

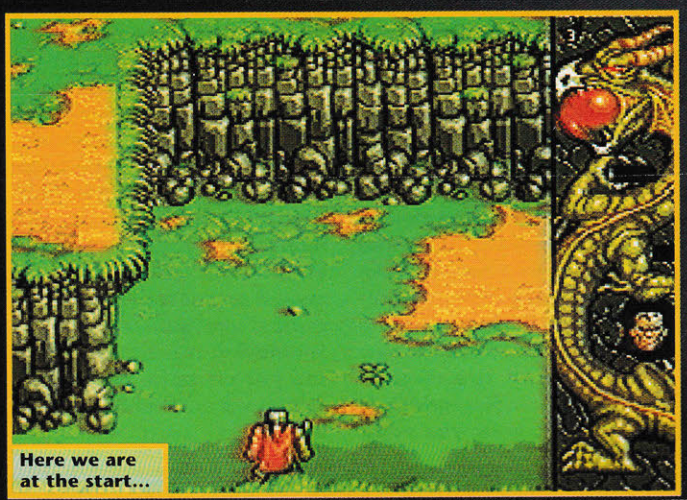
Well here is the second part to our superb Dragonstone Guide. This time we're going to start you with a challenge. The third level is a trifle tricky, so we'll start you off and then leave you with a few hints. If you meet the challenge then you'll be on the next level where we'll guide you a bit further. So let's start adventuring.

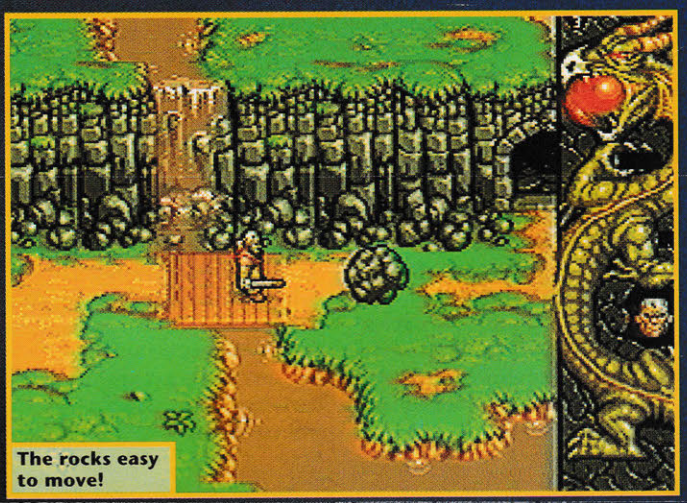
LEVEL THREE

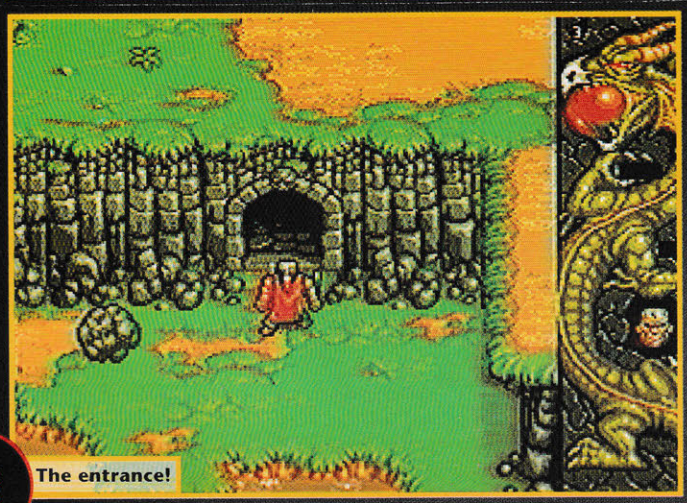
It truly is very hard, impossible though? Well that's up to you. However here are a few tips. Then we'll take you through the first part of the level before leaving you on your own to work it out!

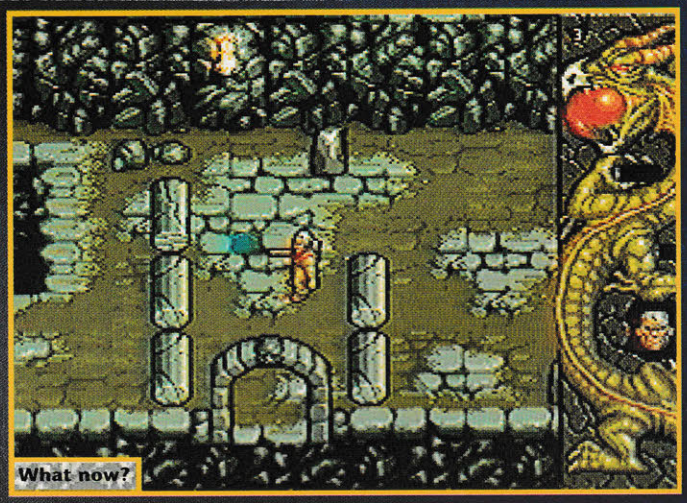
First find the entrance then kick the pillar. Use your fabulous scroll on the water to beam across the chasm. Exit fight off a few baddies, enter the cave and use fire on the pillar to get across yet another chasm. Use the bucket of water in the empty hole, then use the scroll on the water. Put the crystal key on the pillar to create steps. push the pillar find the crystal key, put two keys on pillar to get more steps. Use bucket with water. Use scrolls with stones, enter mountain. use rope with hole, enter to left, kill rock monster. Kick pillar, use rope to save Tazio, get key from Tazio. Kill 2 monsters, collect crystal key put keys on pillars. Kill rock monsters, exit. Use scroll with holes, collect 2 keys, enter and use keys on pillars. Use water with hole, use scroll with water. Push pillar, Exit. Use keys on pillars. Enter. Talk to Taplan. Exit. Enter, kick pillar, Exit. Use scroll with stones. Enter, Exit, go up steps, go down hole and collect key. Use rope with hole. Enter again, exit, use keys with pillar, use scroll with stones. Use scroll with water. Enter exit, go to Taplan, give scroll to him, use balloon and exit area.

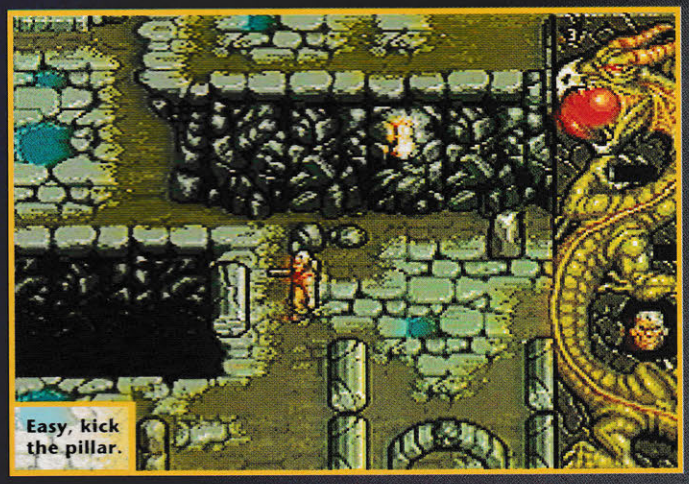
Mmmm... can't be much simpler than that! Well now we'll start you off...


Here we are at the start...

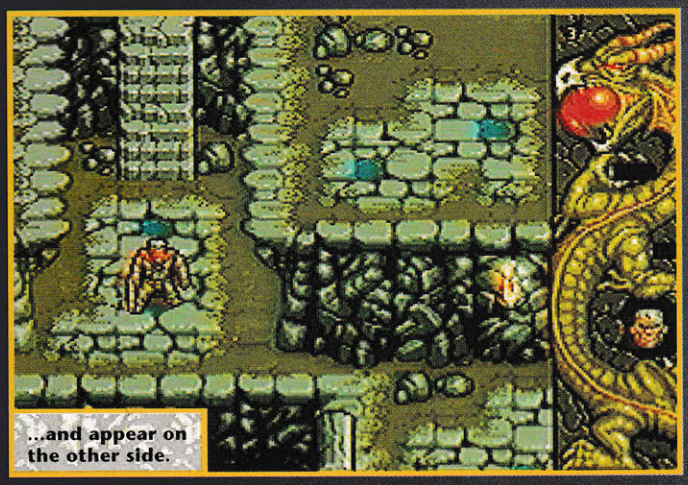

The rocks easy to move!

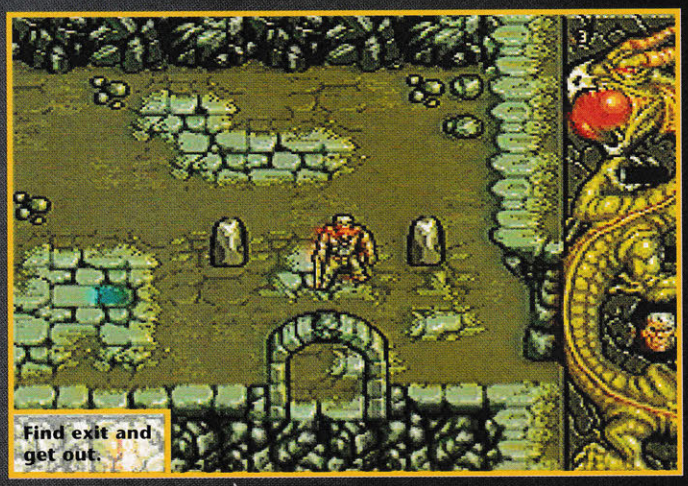

The entrance!

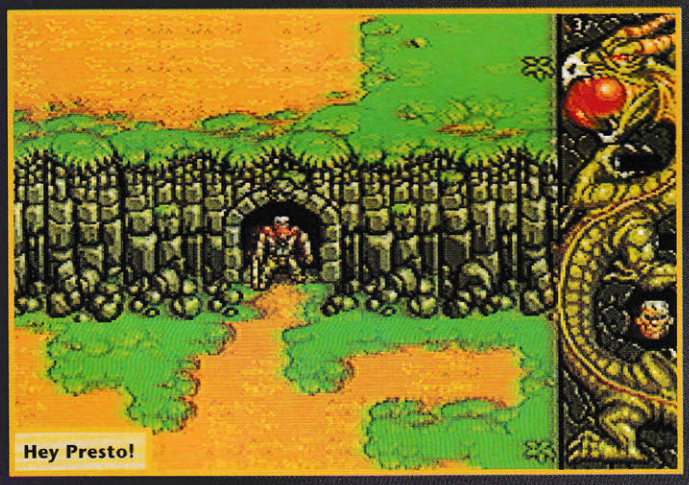

What now?

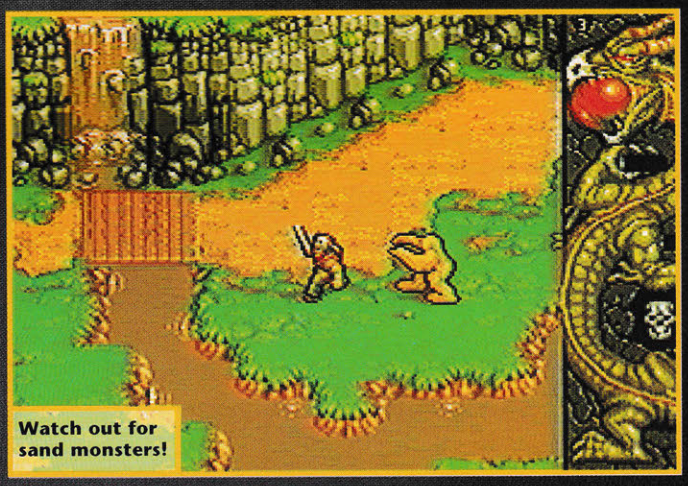

Easy, kick the pillar.

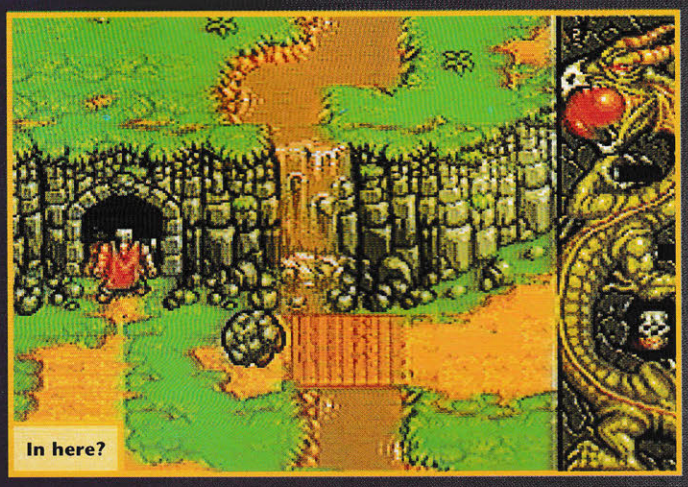
11
25%
28%
28%
As you utter the words of the scroll your skin begins to tingle.
Continue
Use the scroll with the water.

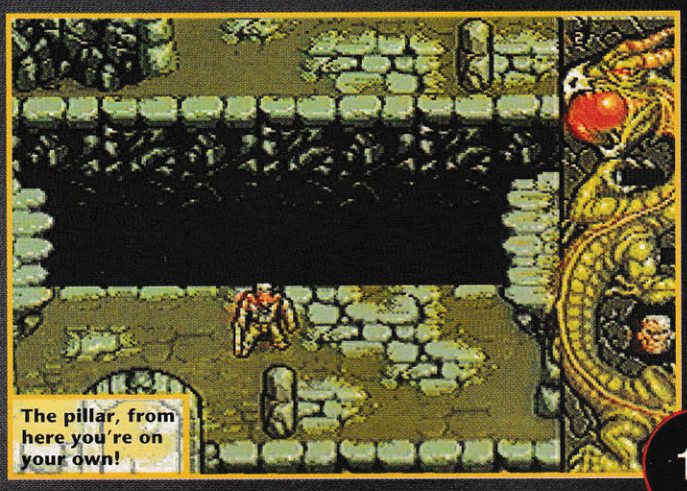

...and appear on the other side.


Find exit and get out.


Hey Presto!

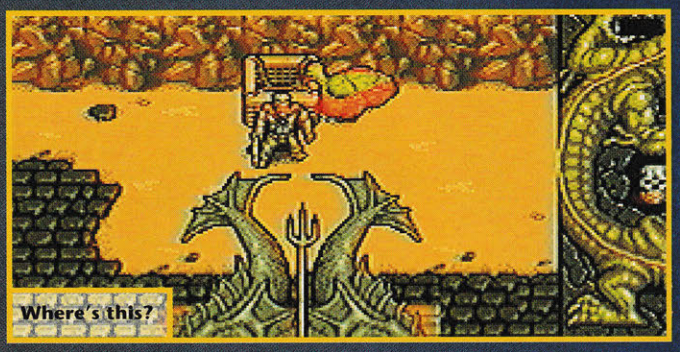

Watch out for sand monsters!


In here?


The pillar, from here you're on your own!

LEVEL FOUR

This level is slightly different to the proceeding ones. There's no one to fight. You must simply puzzle your way to the end of the stage. You need to create a raft with which to leave the port. How? Well this is how in the greatest of detail. If you got through the last stage then you deserve a rest so sit back and let us do all the work!


Where's this?

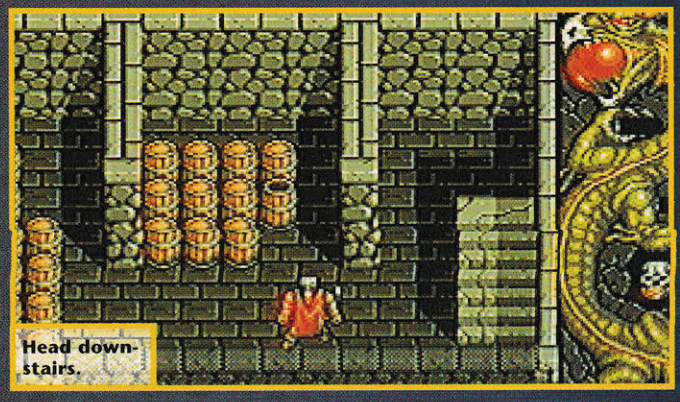
Head for the bar.

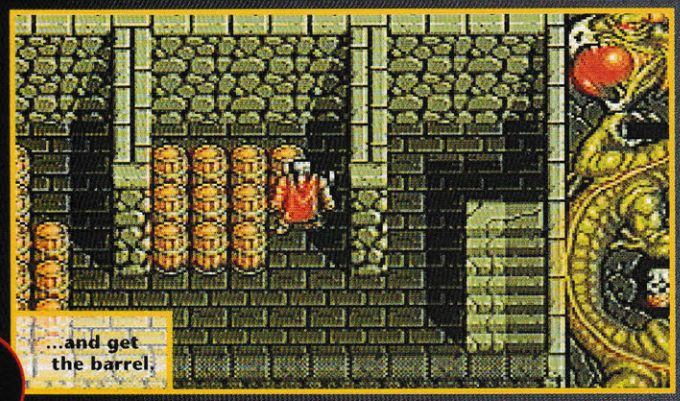
Inside talk to the barman and his mate.

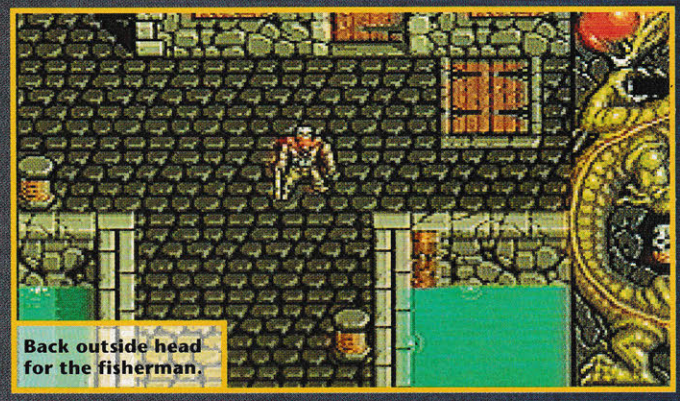
Strange messages.

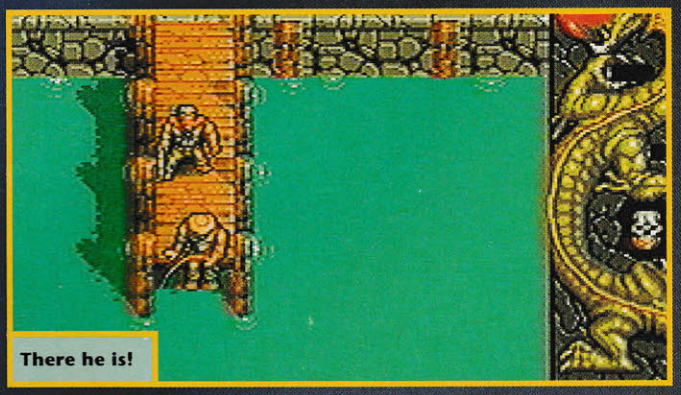
Now your scroll has the language of fire.

Just say no to the room.


Head downstairs.


...and get the barrel.

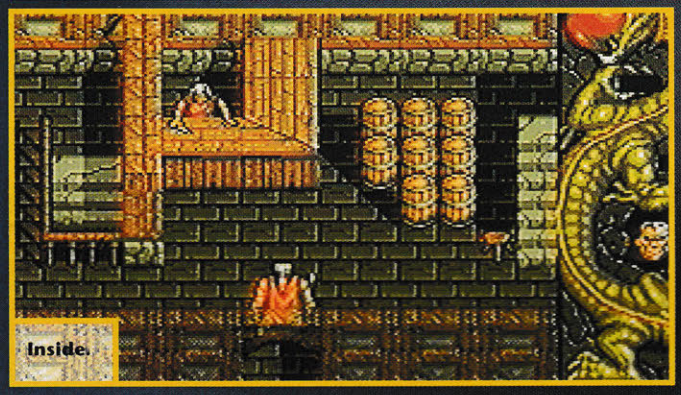

Back outside head for the fisherman.


There he is!

25%
39%
20
That bucket would be really handy, would you like to swap it for a big juicy fish?
Give him the bucket.
Yes
No

Head to the house at the other end.

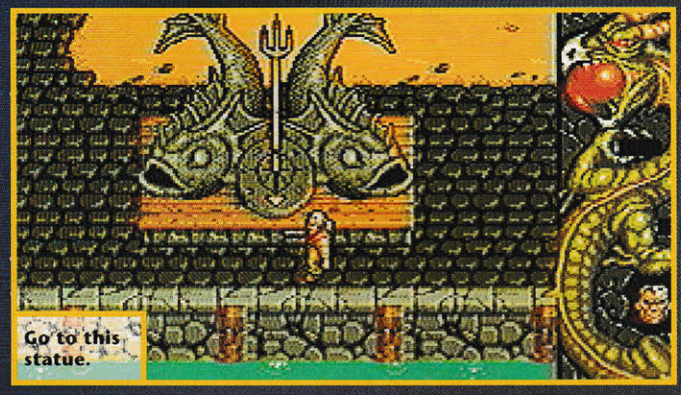
Here it is.


Inside.

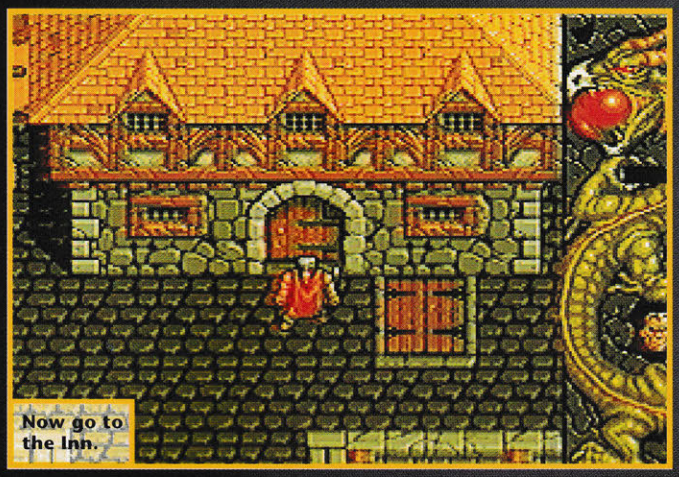
25%
39%
20
Ah! That barrel is just what I'm looking for, could you put it downstairs? Thanks.
Give her the barrel.
Continue

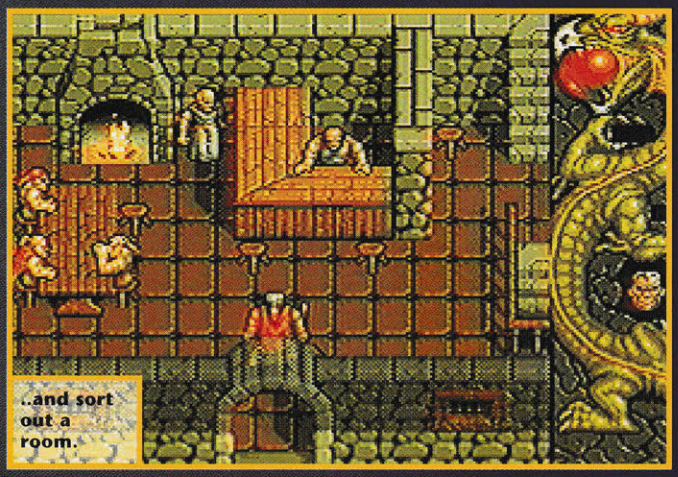
25%
39%
20
As you put down the barrel you notice a crowbar.
Ooooh! a crowbar
Continue

This is where you'll find some gold.

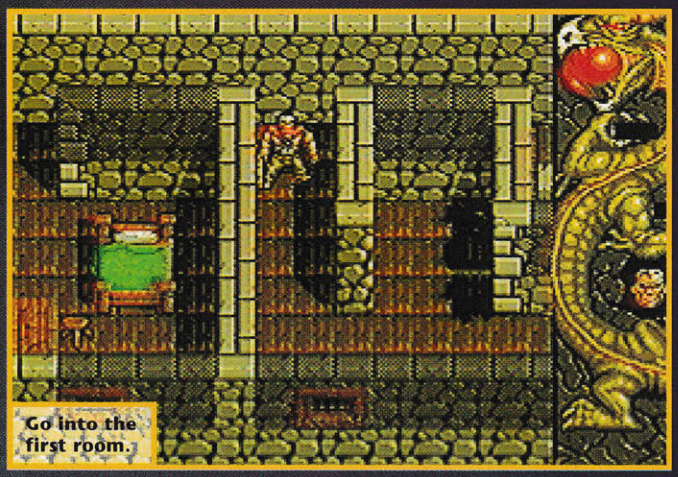

Go to this statue.

25%
45%
20
You swap the Trident from the statue with the crowbar, hoping nobody will notice.
Get the trident using the crowbar.
Continue


Now go to the Inn.


..and sort out a room.

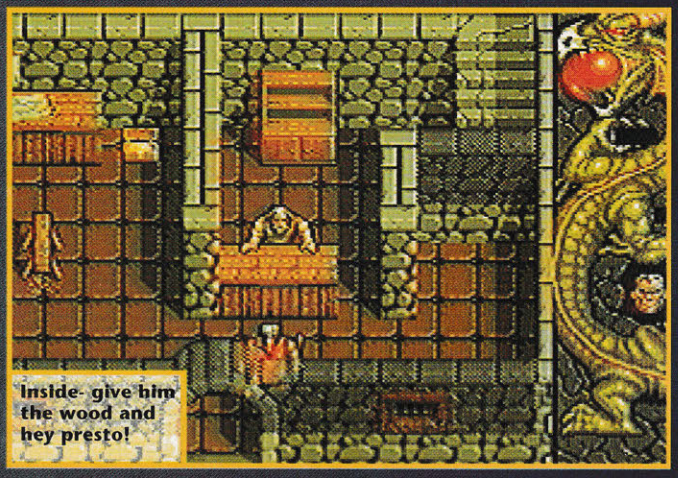
11
25%
45%
28
That's great, I'm sure you will find it suitable. Go to the top of the stairs and it's the second room on the left, be sure to avoid the first one as it is in disrepair.
Continue
Sorted.

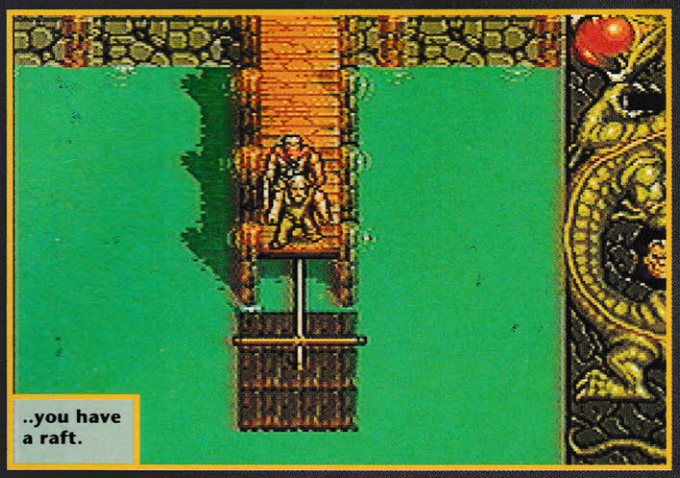

Go into the first room.

11
25%
45%
28
Some of the floor is missing and the other boards creak with age.
Continue
notice the boards?

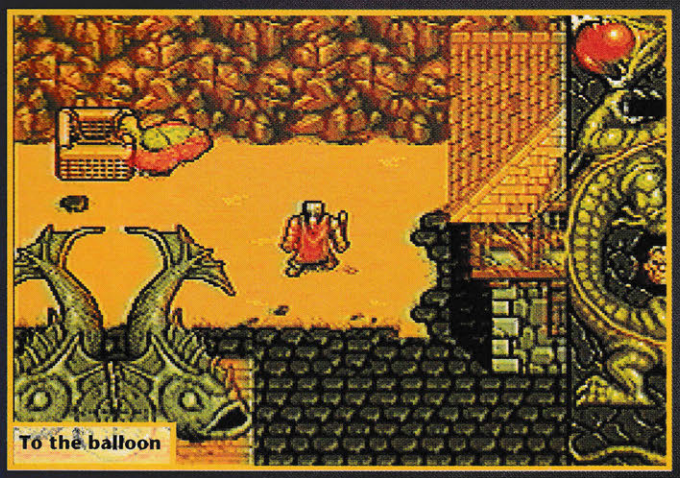
11
25%
45%
28%
You lever the loose boards up from the floor.
Continue
Use the trident to get some boards.

To the shipbuilders house.


Inside- give him the wood and hey presto!


..you have a raft.

25%
45%
28
Mmmmm.... You will have to finish of the mast yourself and find a sail to complete it. Well, you seem quite capable of finding things so I'll leave you to it. Good luck.
Continue
Some advice.

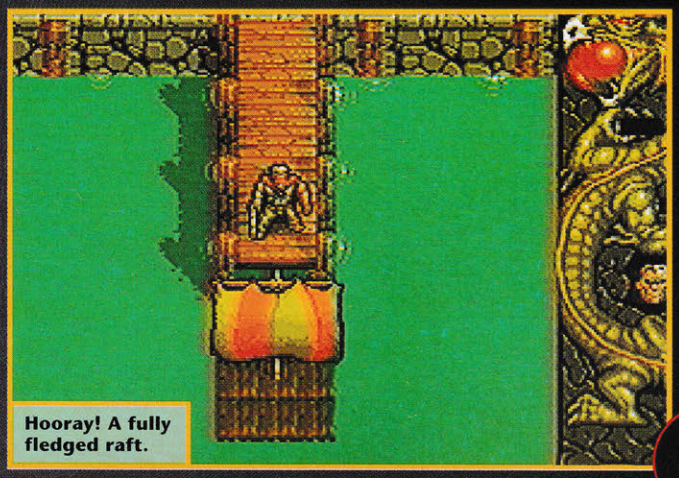

To the balloon

25%
45%
28
You pull away the material from the basket.
Continue
Get the material.

25%
45%
28
You complete the mast by attaching the Trident to it.
Continue
Use the trident to make a mast.

25%
45%
28
That's better, the bonds are a lot stronger now.
Continue
Use the rope.

25%
45%
28
You securely fasten the fabric to the mast.
Continue
Use the material.


Hooray! A fully fledged raft.

LEVEL FIVE

Another slightly strange one. All you have to do is work out how to get through the gate, easy? I don't think so. Unless of course you have this little guide in front of you. So then here we go again...

Use the scroll again.

Oooops! It's on fire. Oh well! Use the scroll again.

It turns into an orb.

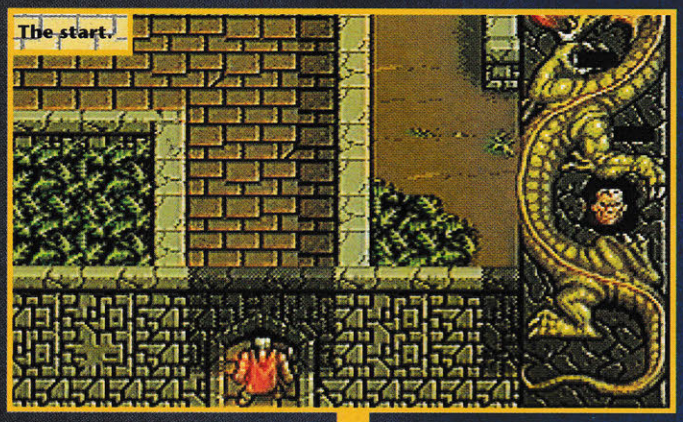
Get the orb and take it to the stone pillar.

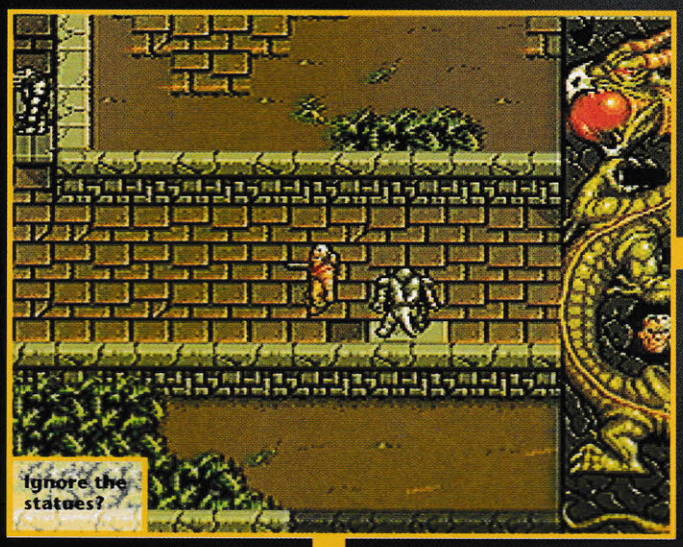
Place the orb on the pillar.

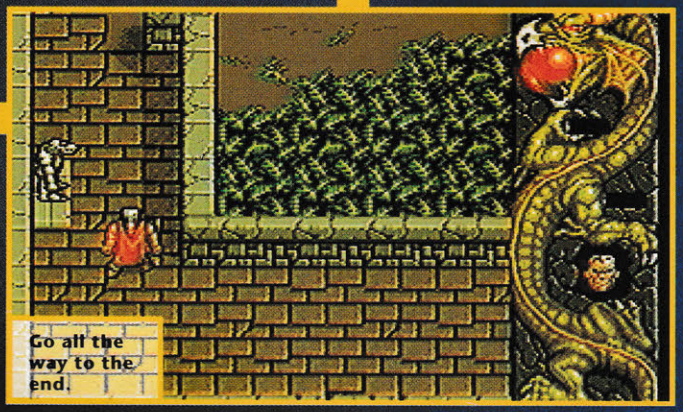
The gates open and you can enter.

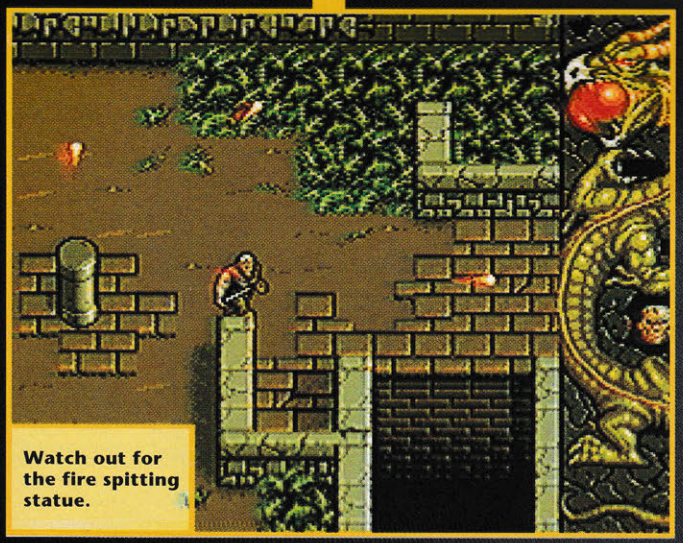
LEVEL SIX

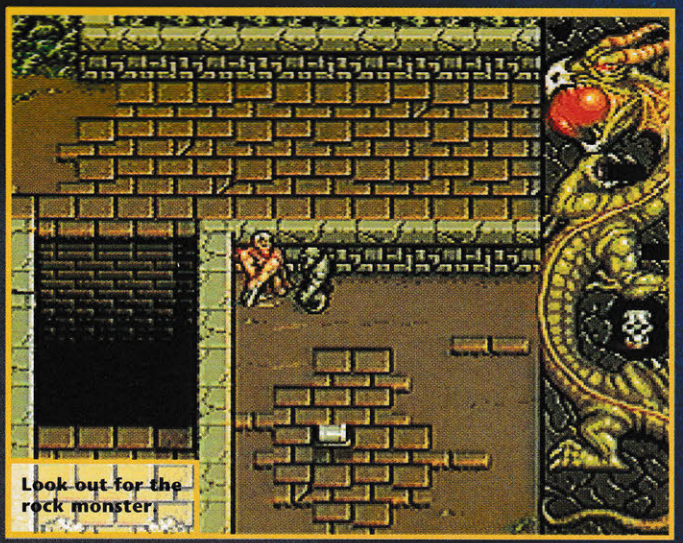
This is back to getting killed by nasty creatures and suchlikes. Here are some hints. Find the switches to open the gates, collect food, collect crystal, use scroll with dragon symbol, use crystals with the lock mechanism, exit area.
We'll start you off...

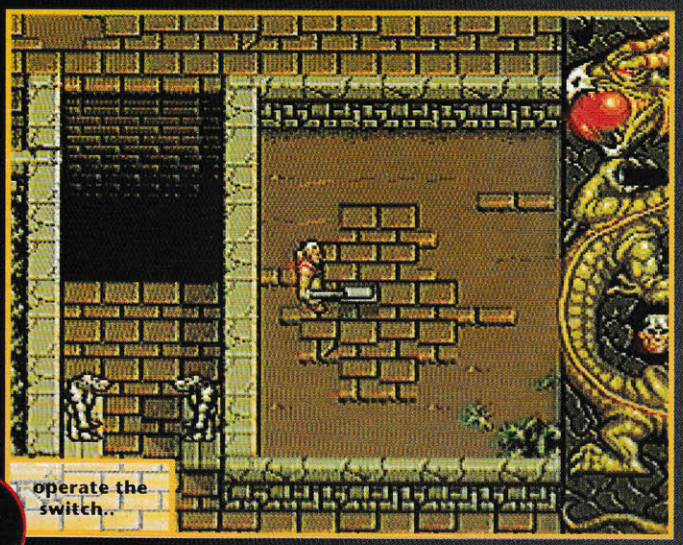




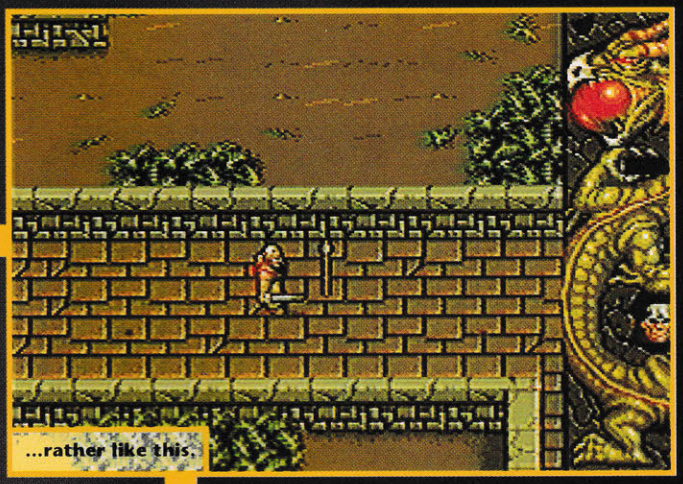


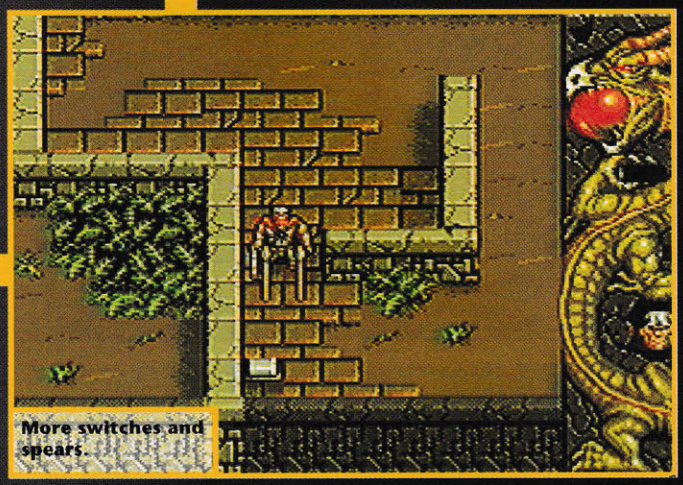


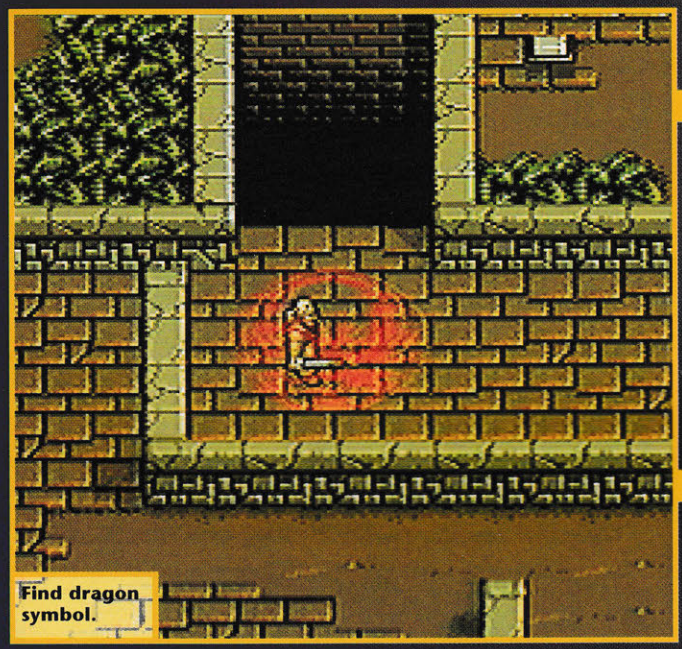




Watch out for spears...

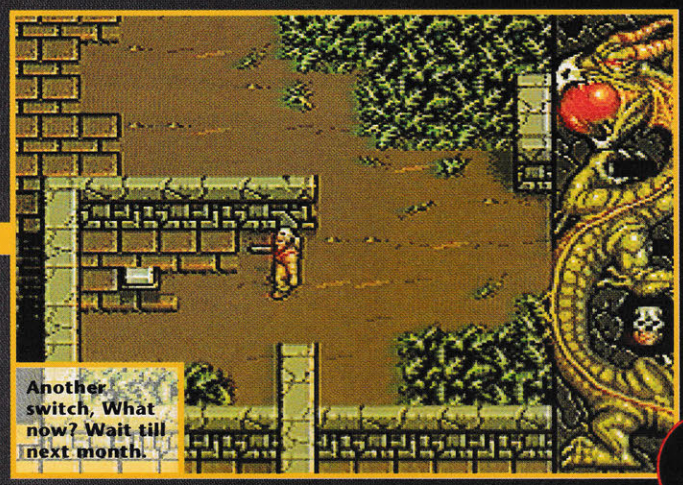

...rather like this.


More switches and spears.


Find dragon symbol.

Use the scroll again.
11
25%
62%
28%
As you utter the words of the scroll the ground begins to shake.
Continue

Watch out for rock monster.


Another switch, What now? Wait till next month.

RECOMMENDED

ALADDIN

Publisher : Virgin
Issue Reviewed : November 94

Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.

90%

CANNON FODDER

Publisher : Virgin
Issue Reviewed : Dec 1993

War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved. In it.

91%

A.B. TOWER ASSAULT

Publisher : Team 17
Issue Reviewed : January 1995

Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.

85%

THE CLUE

Publisher : Black Legend
Issue Reviewed : Sept 1994

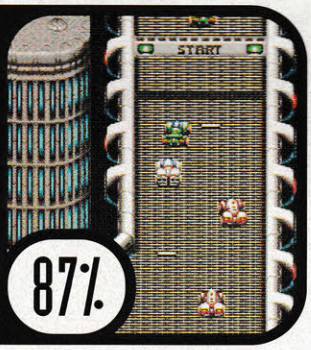
Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth'.

88%

A.T.R.

Publisher : Team 17
Issue Reviewed : March 1995

All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.



87%

CRYSTAL DRAGON

Publisher : Black Legend
Issue Reviewed : December 1994

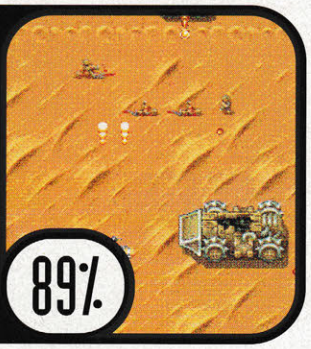
Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.

90%

BANSHEE

Publisher : Core
Issue Reviewed : July 1994

Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.



89%

DAWN PATROL

Publisher : Empire
Issue Reviewed : April 1995

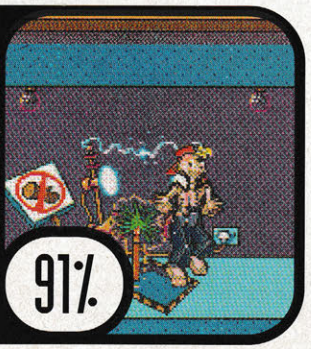
Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since *KOTS*. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.

81%

BUBBA 'N' STIX

Publisher : Core
Issue Reviewed : January 1994

More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.



91%

F1

Publisher : Domark
Issue Reviewed : February 1994

From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!

90%

So, it certainly isn't August this month, although it has been for the last two months according to our recommended guide. Instead we offer you the superb autumn month of October, and here's your ex-editor Lee Brown with a quick guide to all the....

FIFA INT. SOCCER

Publisher: Elec. Arts
Issue Reviewed : October 1994
FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.

ISHAR 3

Publisher : Daze
Issue Reviewed: Sep 1994
Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.

FLINK

Publisher : Psygnosis
Issue Reviewed : February 1995
Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!

JAMES POND 3

Publisher : Millennium
Issue Reviewed : June 1994
The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.

GENESIA

Publisher : Team 17
Issue Reviewed : Dec 1993
Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your fellas grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants.

JUNGLE STRIKE

Publisher : Ocean
Issue Reviewed : December 1994
Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)

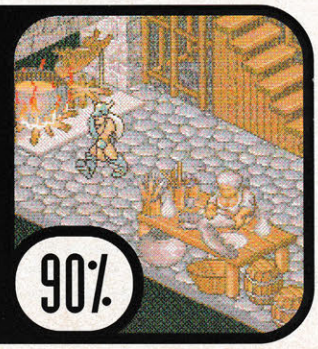
GUARDIAN

Publisher : Acid Software
Issue Reviewed : November 1994
What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have

K240

Publisher : Gremlin
Issue Reviewed : May 1994
Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.

HEIMDALL 2



Publisher : Core
Issue Reviewed : Dec 1993
Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!

KID CHAOS

Publisher : Ocean
Issue Reviewed : August 1994
Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.

RECOMMENDED

LEMMINGS 3

Publisher : Psygnosis
Issue Reviewed : January 1995

There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?

PGA EURO TOUR

Publisher : Ocean
Issue Reviewed : Dec 1994

The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Thanks to Ocean you and your friends need never touch Woosie's horrid Welch niblick again. Hurrah!

LIBERATION CAPTIVE 2

Publisher : Mindscape
Issue Reviewed : Dec 1993

An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.

PINBALL ILLUSIONS

Publisher : 21st Century
Issue Reviewed : January 1995

Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?

MORTAL KOMBAT 2

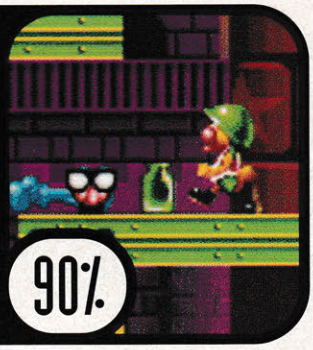
Publisher : Acclaim
Issue Reviewed : January 1995

More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Snippy the Censor, but basically, hard as a pie baked in Hell's Kitchen and about twice as hot!

PUTTY SQUAD

Publisher : System 3
Issue Reviewed : August 1994

Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.



ON THE BALL

Publisher : Daze
Issue Reviewed : Sep 1994

The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.

ROADKILL

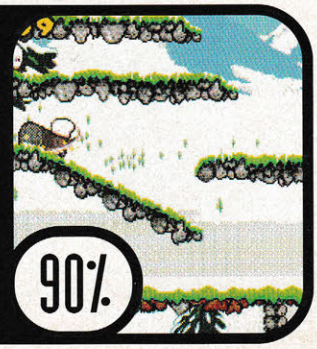
Publisher : Acid Software
Issue Reviewed : January 1995

'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.

OUT TO LUNCH

Publisher : Mindscape
Issue Reviewed : July 1994

His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!



RUFF 'N' TUMBLE

Publisher : Renegade
Issue Reviewed : August 1994

Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.

...games which ought to be in your collection. Funny thing is though, that the text is an awful lot like it used to in The Emap One. And mroe curiously, the write up for PGA Euro Tour was the same as Cannon Fodder for the past 2 months! Go figure.

THE SETTLERS

Publisher : Blue Byte
Issue Reviewed : Dec1993

Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.

90%

S.W.O.S.

Publisher : Renegade
Issue Reviewed : January 1995

It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full. Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.

90%

SHADOW FIGHTER

Publisher : Gremlin
Issue Reviewed : February 1995

Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!

91%

THEME PARK

Publisher : EA
Issue Reviewed : October 1994

Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.

92%

SIMON THE SORCEROR

Publisher : AdventureSoft
Issue Reviewed : February 1994

The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.

89%

UFO

Publisher : MicroProse
Issue Reviewed : December 1994

'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.

89%

SKIDMARKS 2

Publisher : Acid Software
Issue Reviewed : April 1995

More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.

88%

WIZ 'N LIZ

Publisher : Psygnosis
Issue Reviewed : November 1993

A game that's so much better with two, this cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.

86%

SUPER STARDUST

Publisher : Bloodhouse
Issue Reviewed : December 1994

Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'

90%

X-IT

Publisher : Psygnosis
Issue Reviewed : October 1994

OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.

82%

LIVERPOOL '95

THE OFFICIAL YEARBOOK OF THE 1994-1995 SEASON

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